

FIG. 1

1: GAME SYSTEM

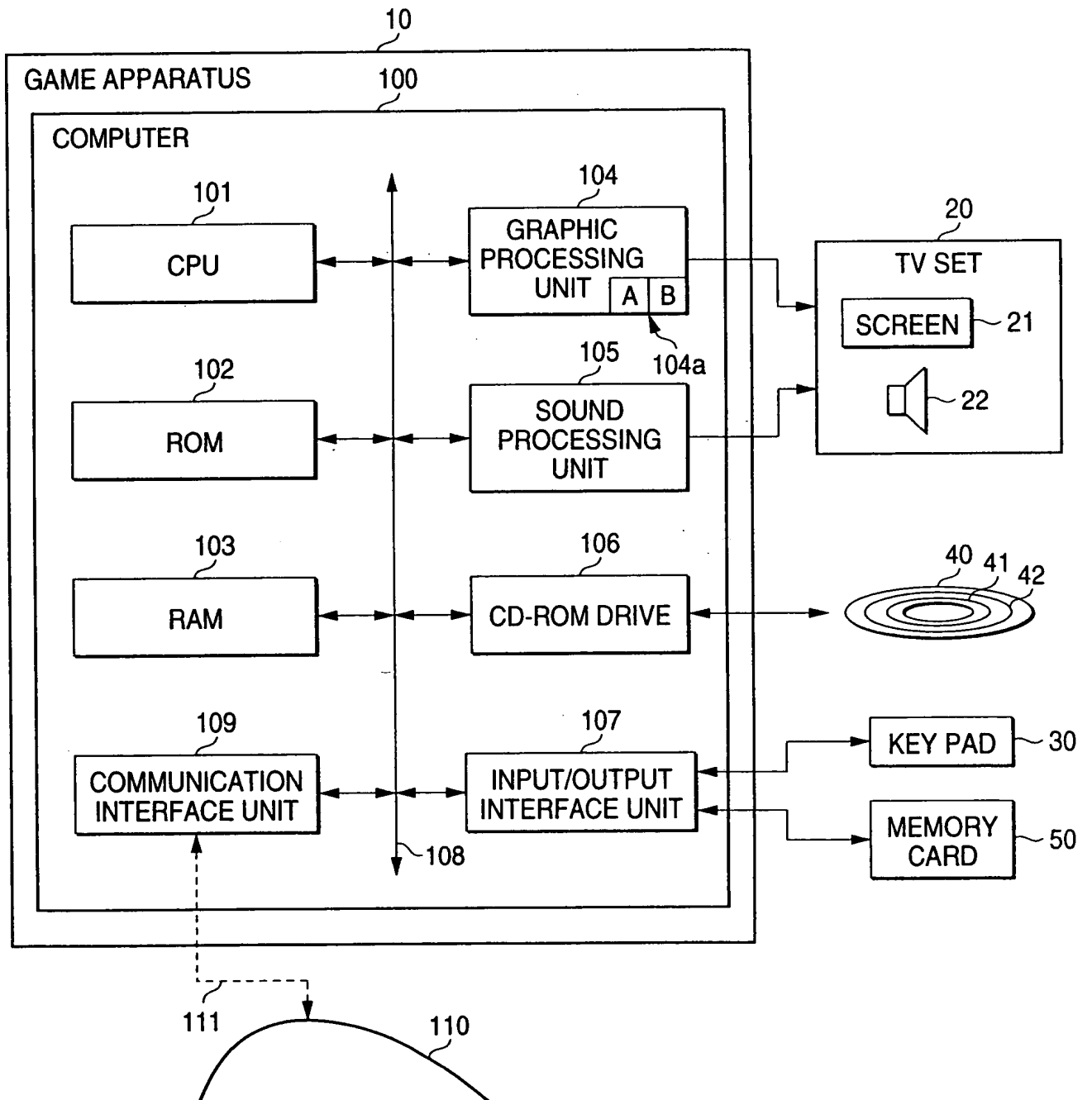


FIG. 2

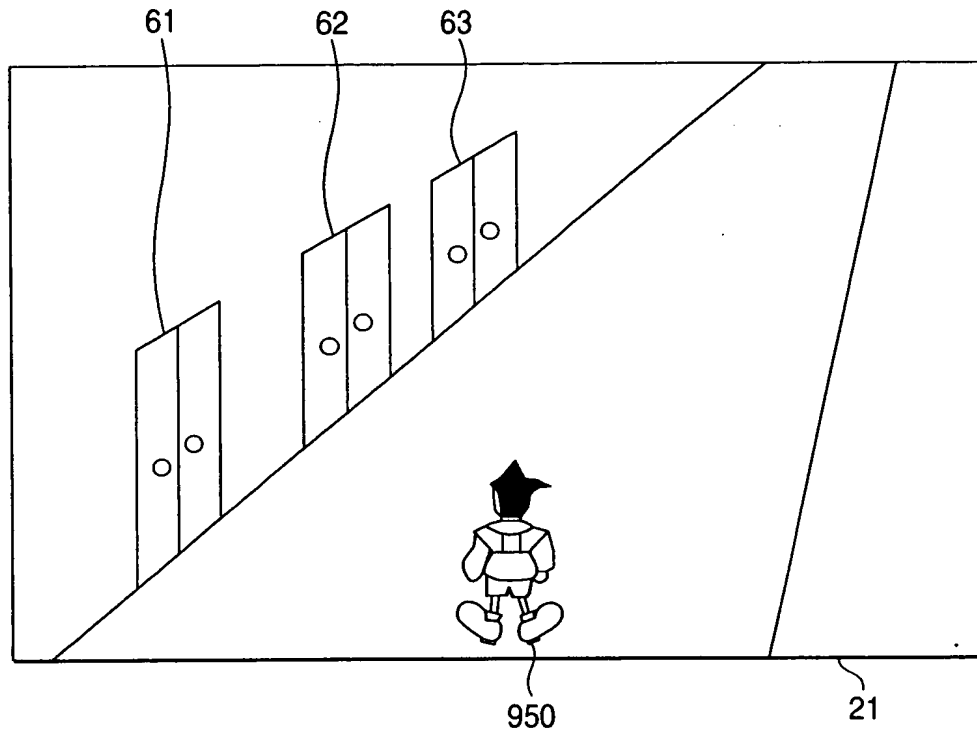


FIG. 3

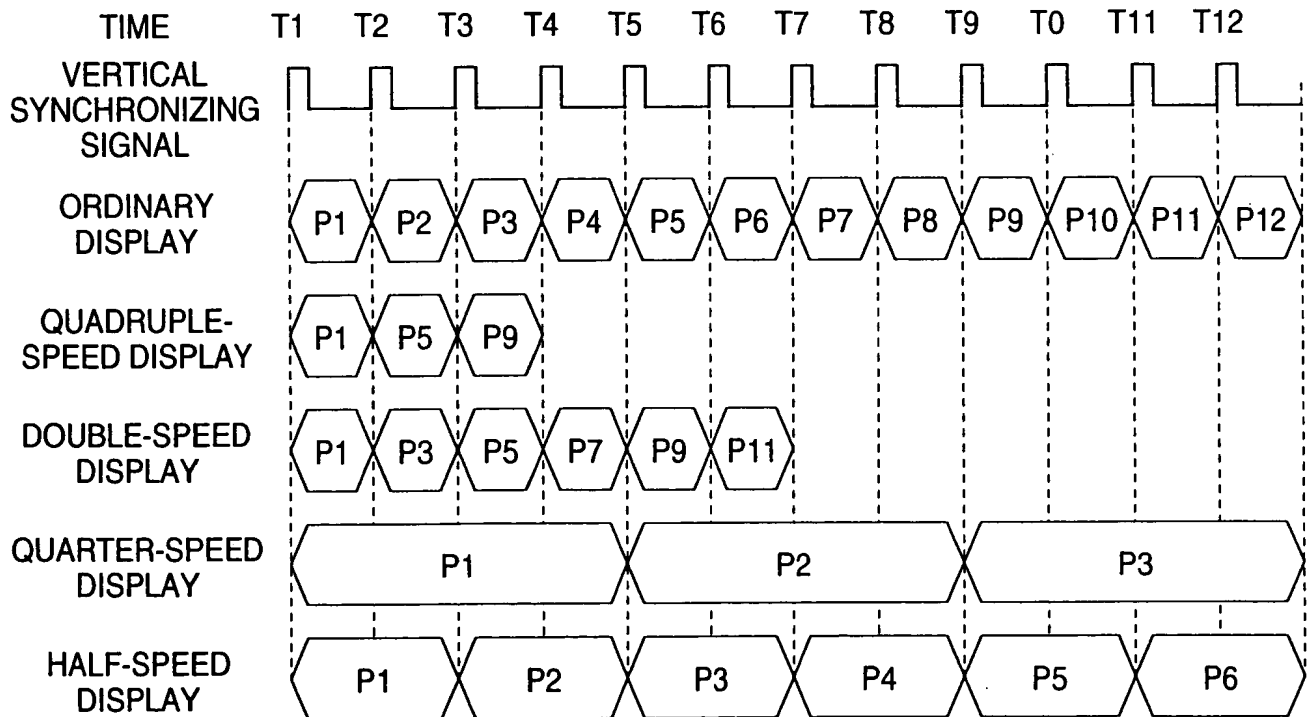


FIG. 4

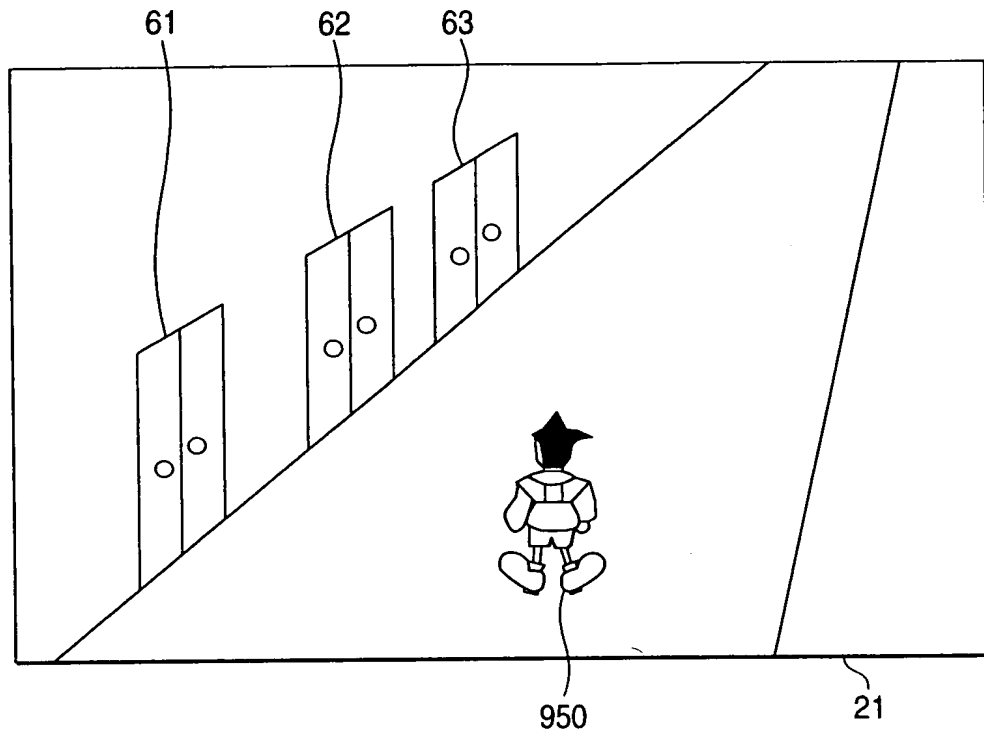


FIG. 5

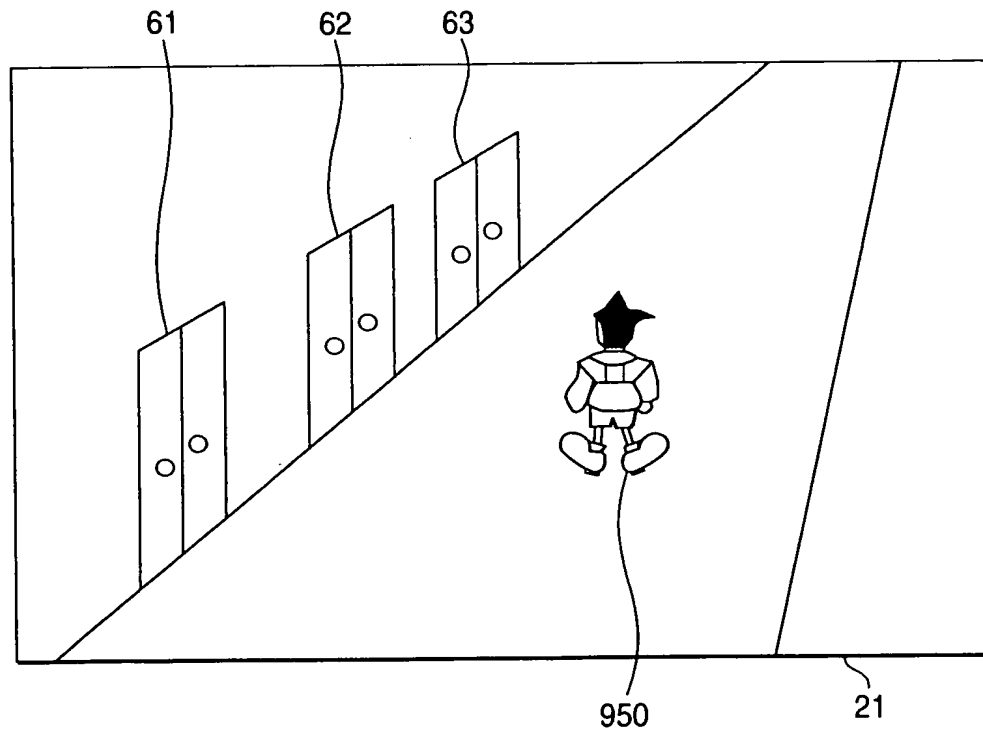


FIG. 6

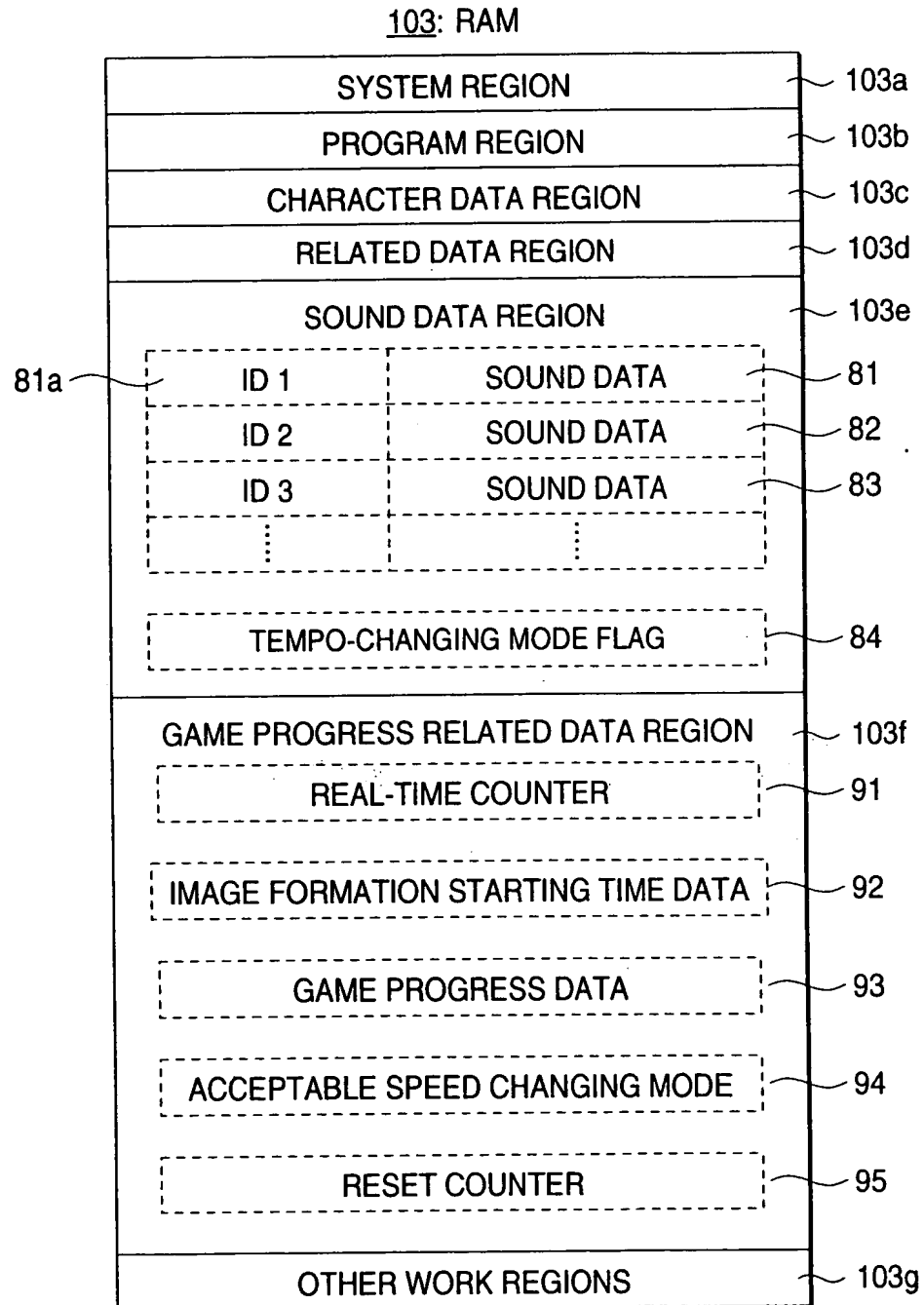


FIG. 7

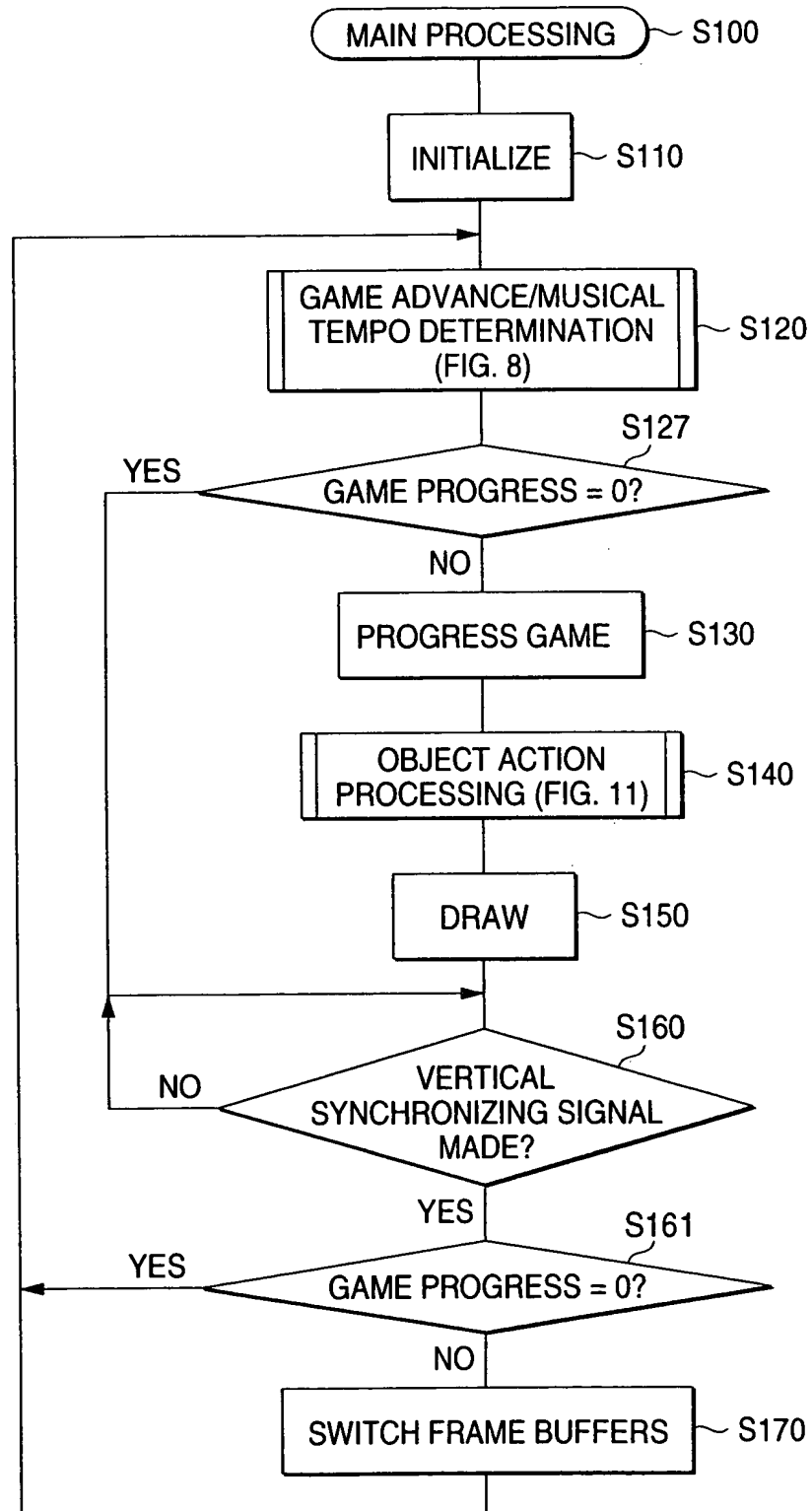


FIG. 8

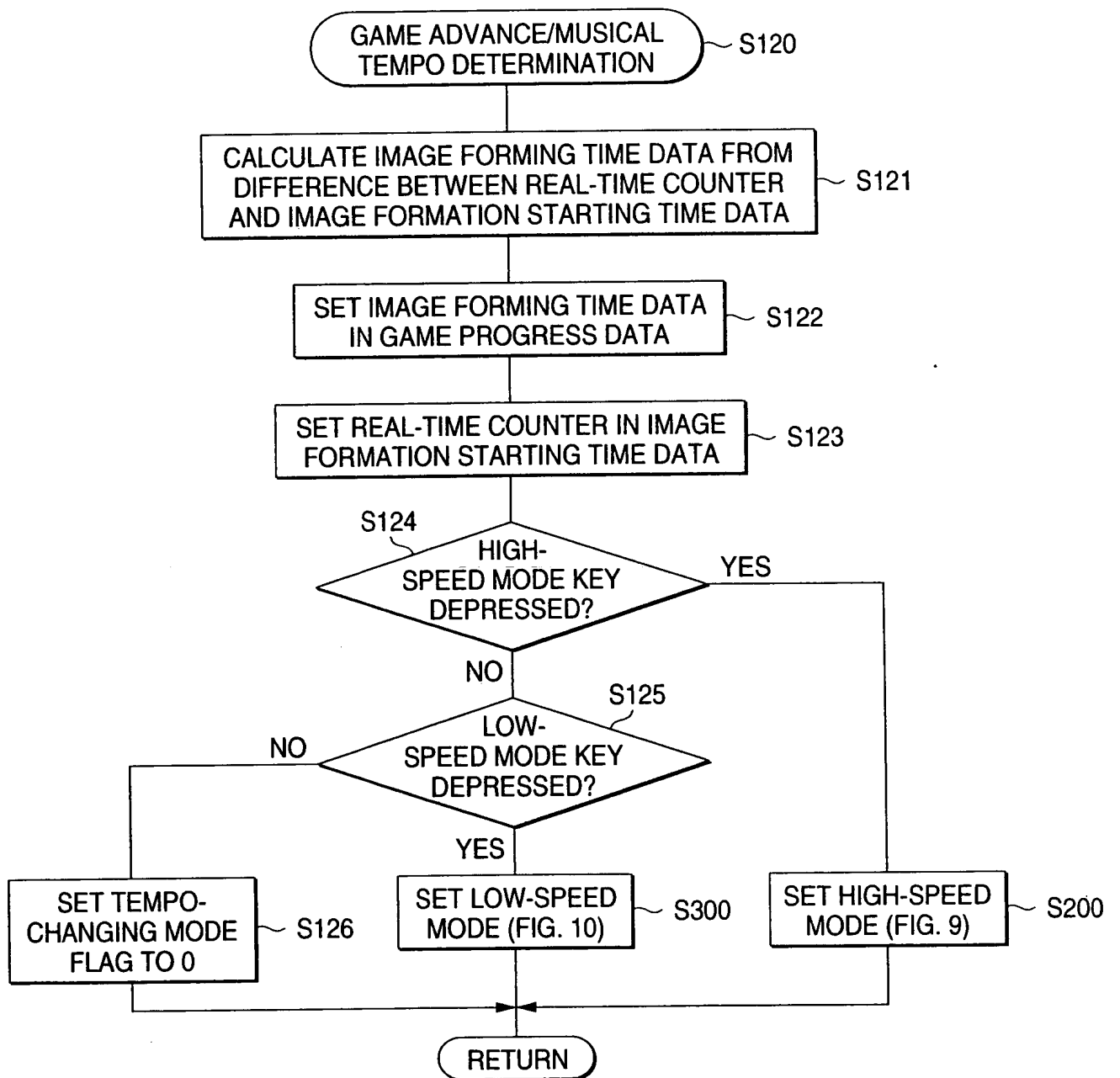


FIG. 9

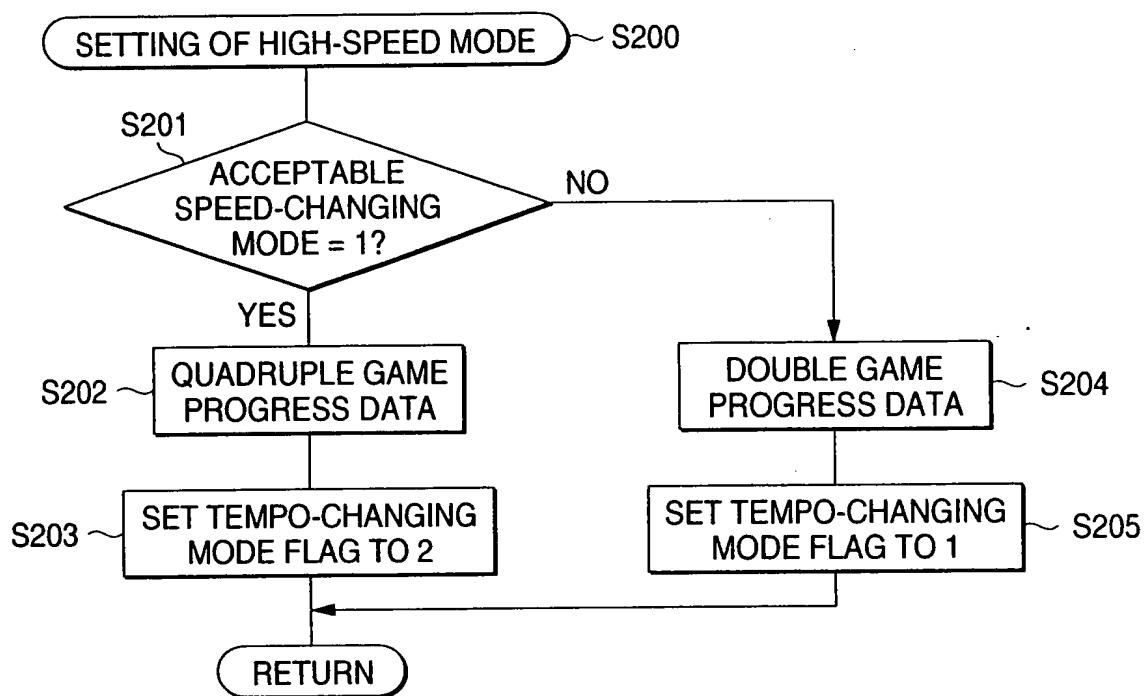


FIG. 10

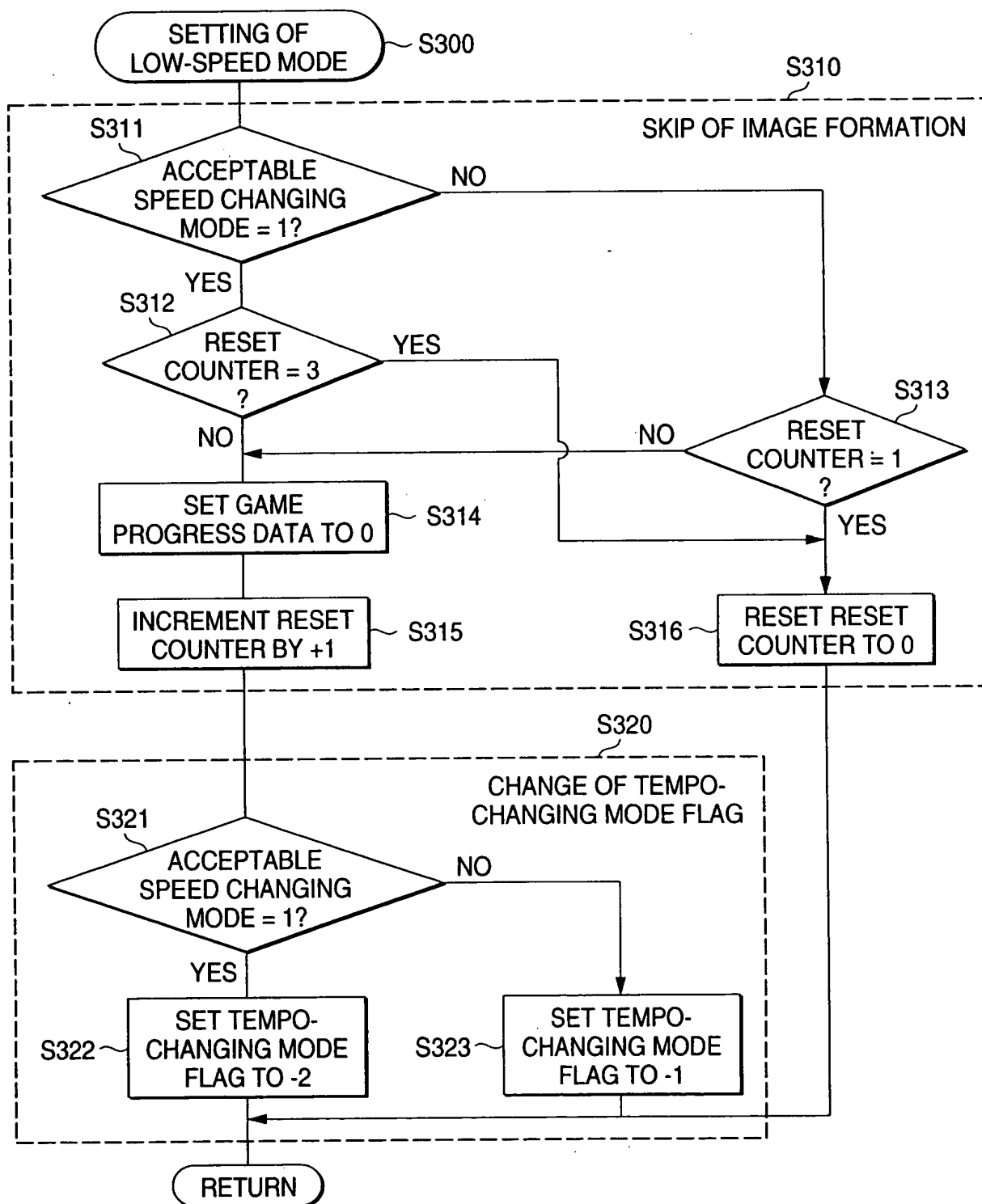
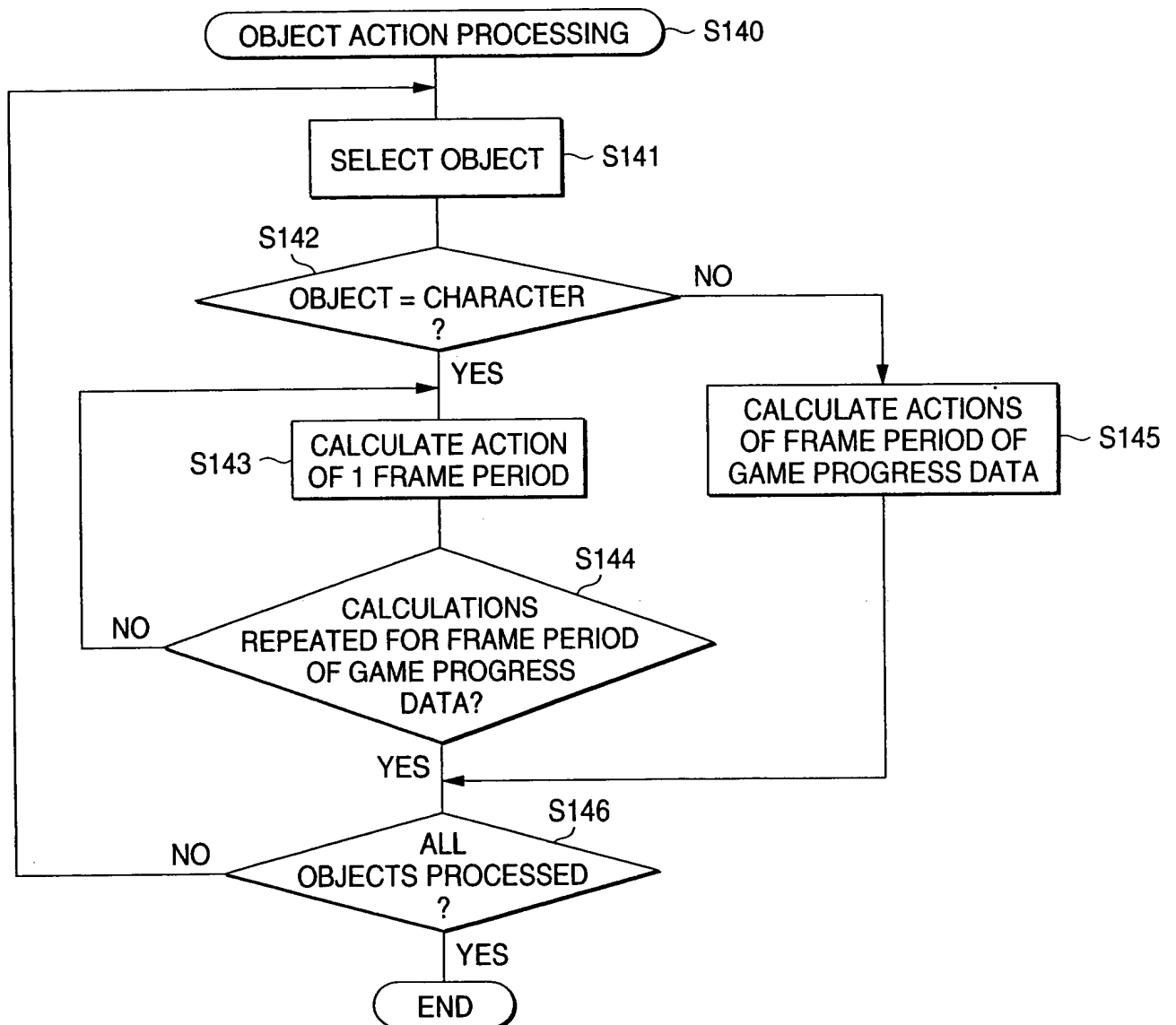


FIG. 11



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FIG. 12

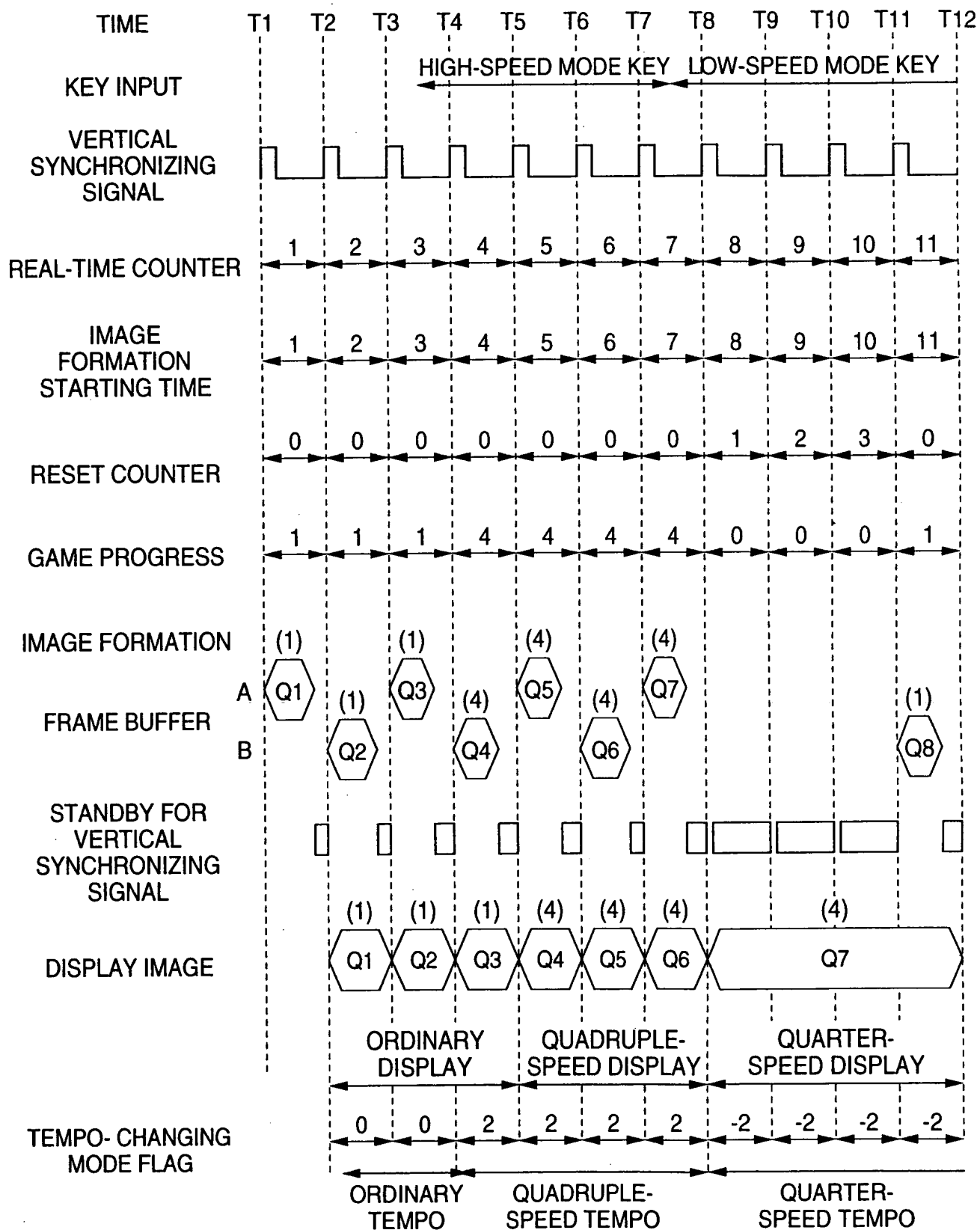


FIG. 13

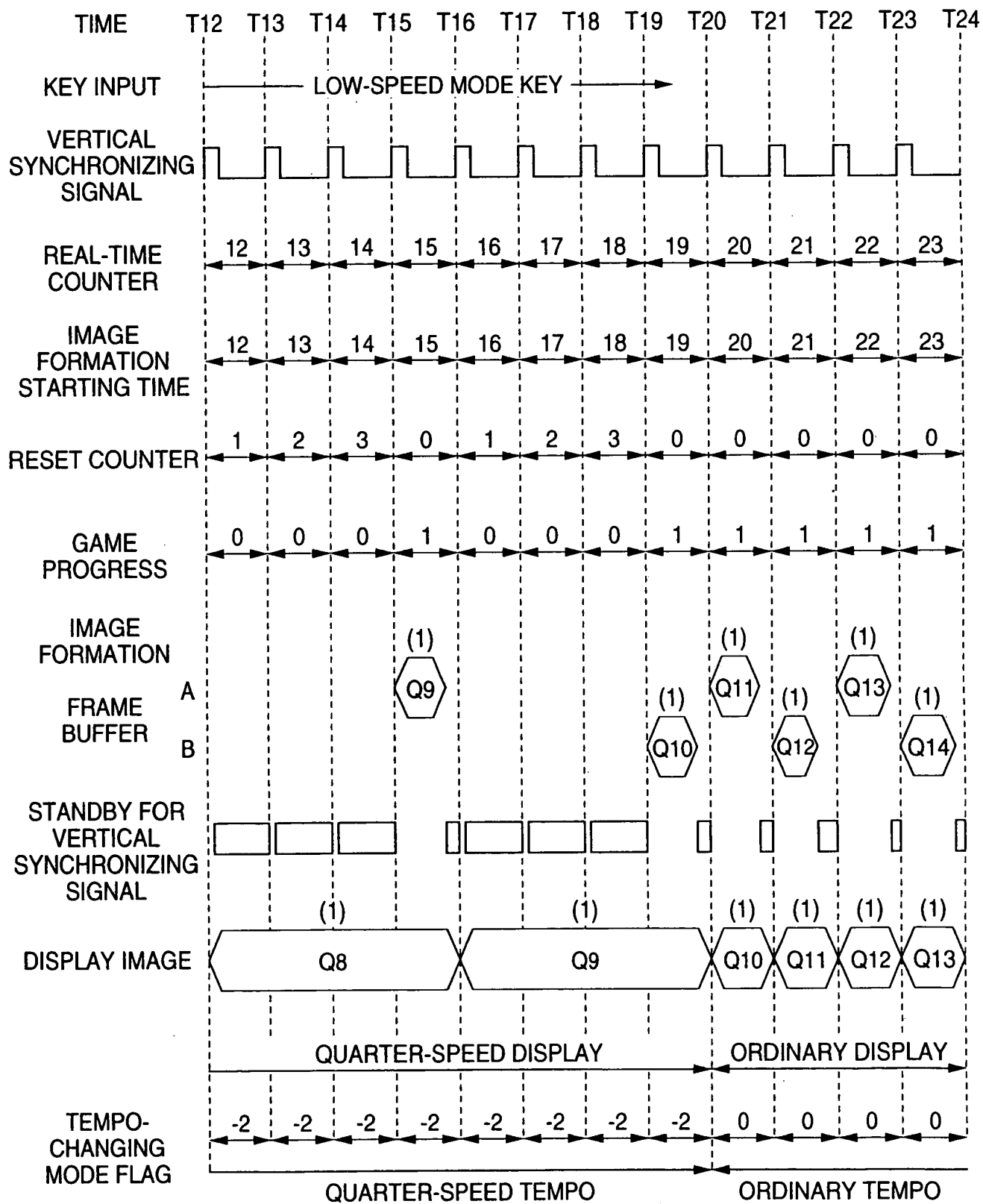


FIG. 14

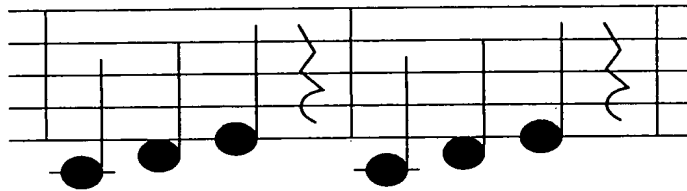


FIG. 15

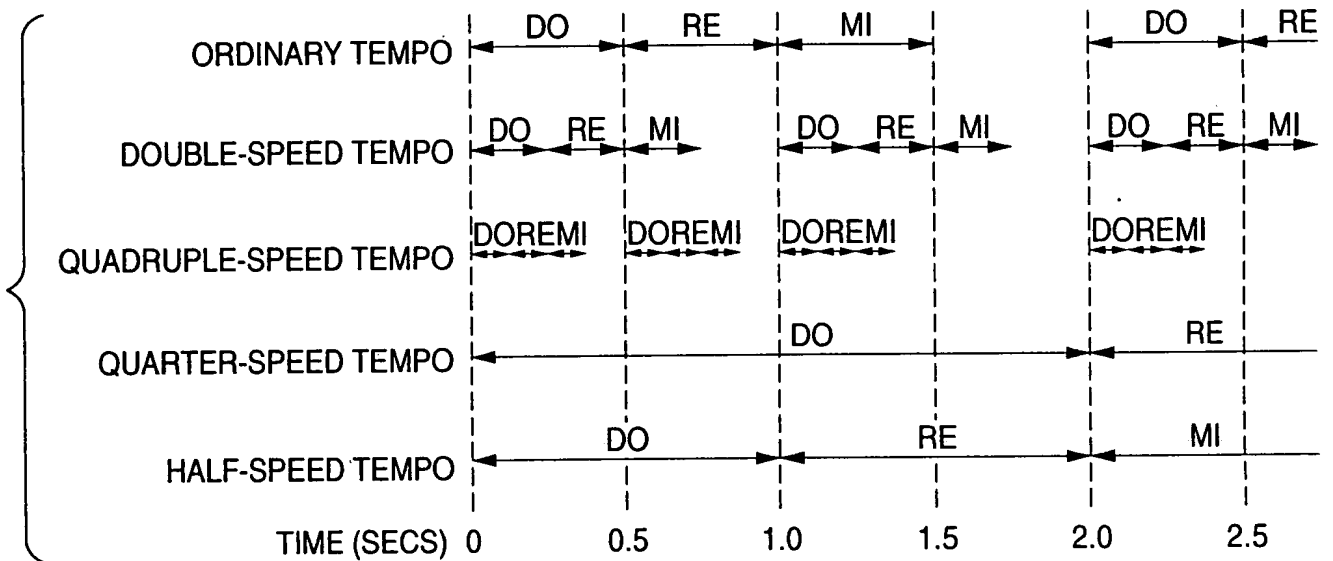


FIG. 16

NOTES	VOCALIZATION TIME (SECS)	
	QUARTER NOTE	EIGHTH NOTE
ORDINARY TEMPO	0.500	0.250
DOUBLE-SPEED TEMPO	0.250	0.125
QUADRUPLE-SPEED TEMPO	0.125	0.0625
QUARTER-SPEED TEMPO	2.000	1.000
HALF-SPEED TEMPO	1.000	0.500

FIG. 17

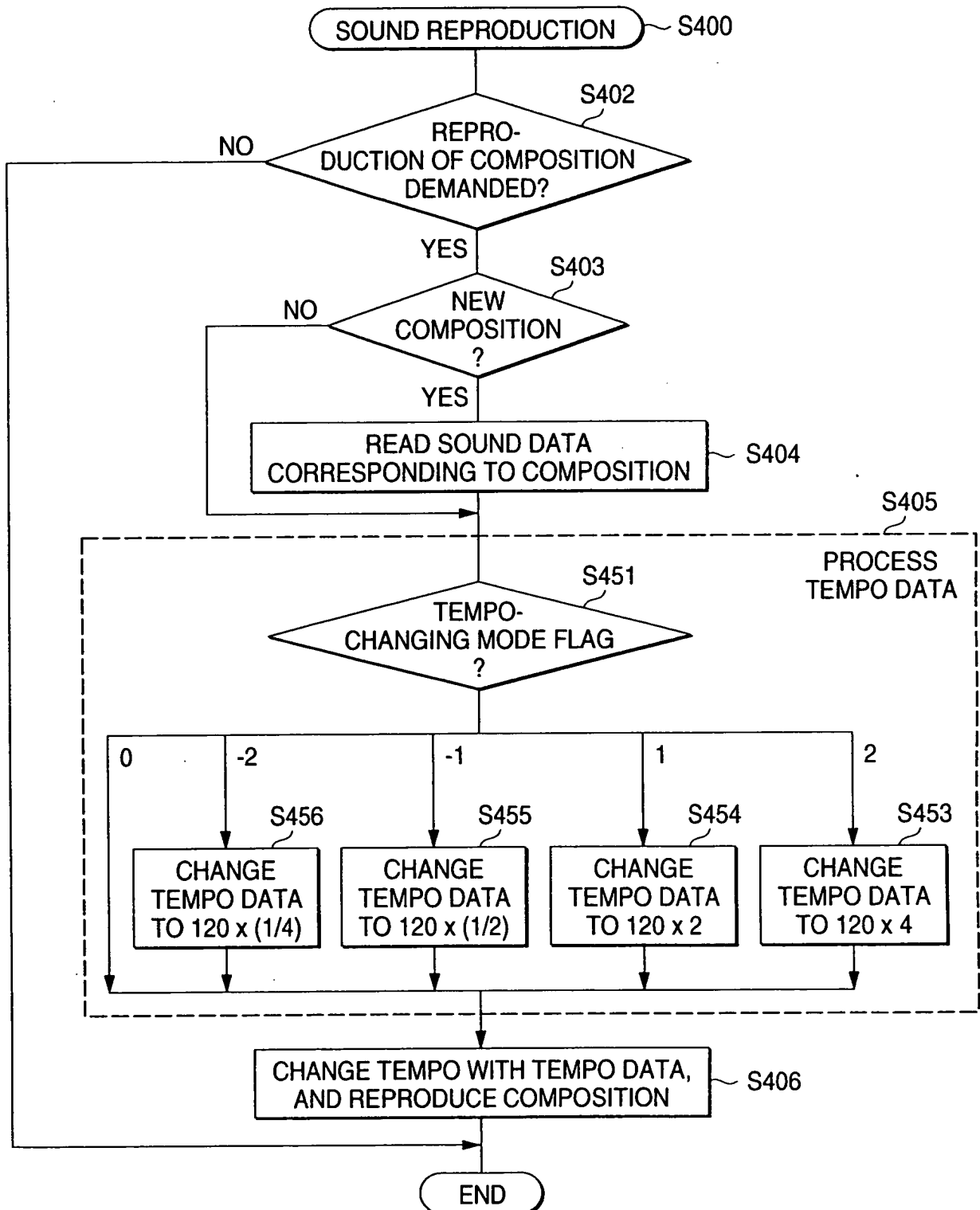


FIG. 18

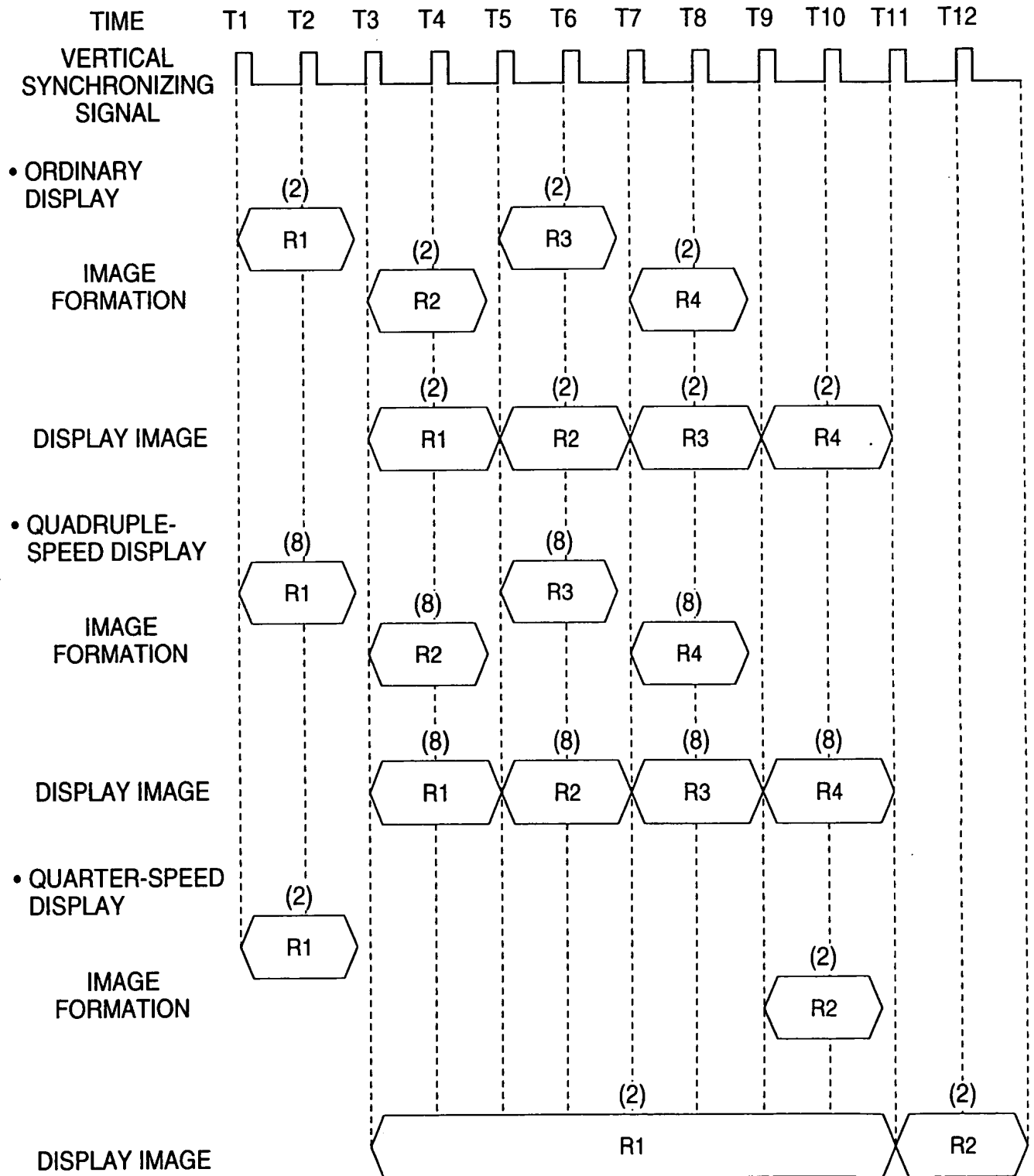


FIG. 19

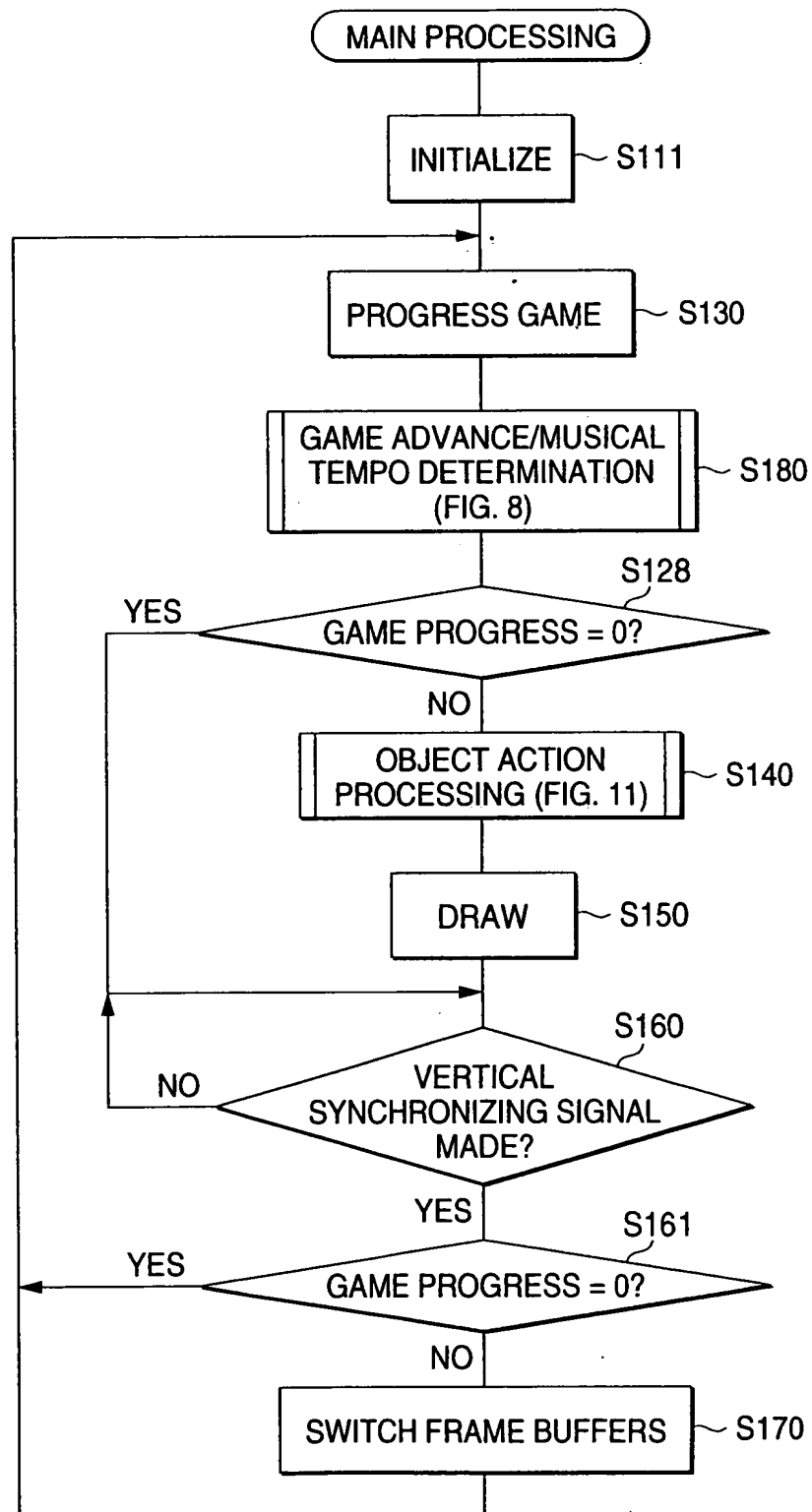


FIG. 20

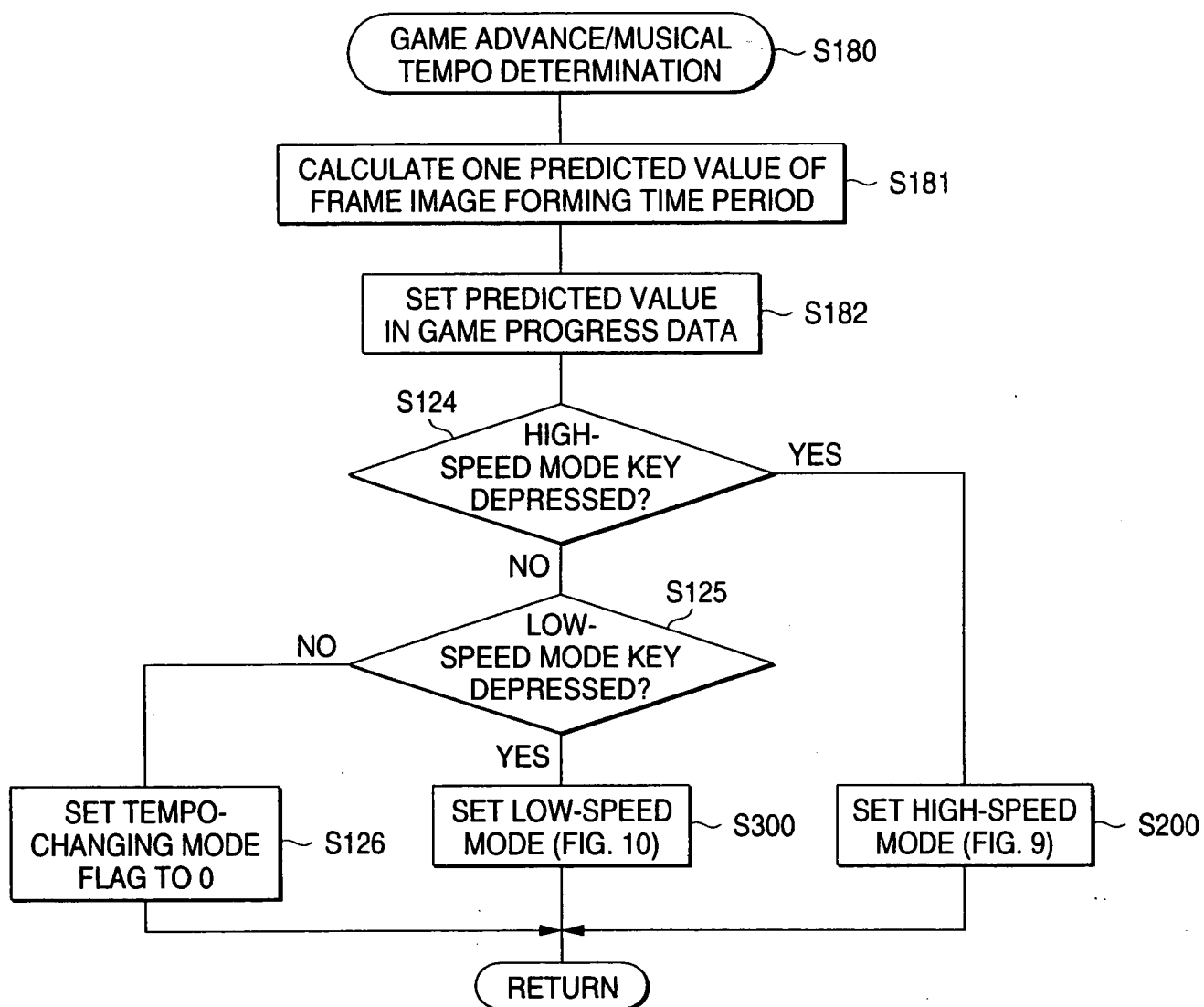


FIG. 21A

ORDINARY MODE

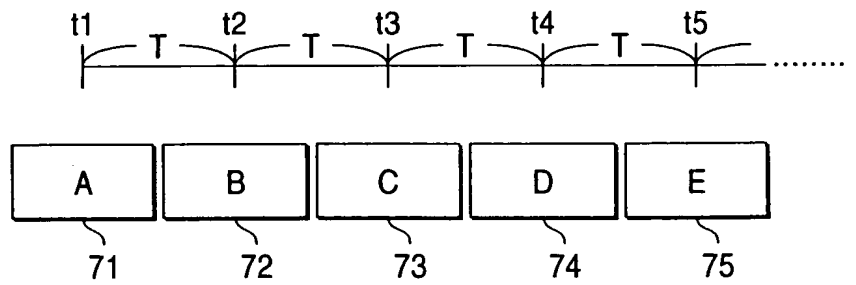


FIG. 21B

DOUBLE-SPEED MODE

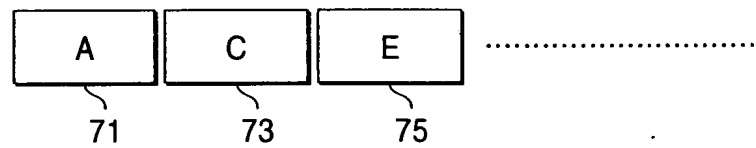


FIG. 21C

HALF-SPEED MODE

